

AMENDMENTS TO THE CLAIMS

1. (Currently amended) In a computer device that includes a display for displaying a graphical user interface that includes a pointer, a pointer input device, and an operating system, a method of guiding a pointer toward a target comprising:

[[a)] in response to receiving notice of a pointer movement event, obtaining the current and projected coordinate positions of the pointer;

[[b)] determining if the pointer will intersect a guide area during movement;

[[c)] if the pointer intersects a guide area during movement, calculating an adjusted coordinate position for the pointer;

wherein pointer movement is redirected toward a target while inside the bounds of the guide area and wherein pointer movement inside the guide area is non-linear in one component direction in relation to movement of the input device; and

[[d)] replacing the projected coordinate position of the pointer with the adjusted coordinate position.

2. (New) The method as recited in Claim 1, further comprising providing feedback to the user that the pointer intersected the guide area.

3. (New) The method as recited in Claim 1, wherein the amount that pointer movement is redirected toward the target increases as the proximity of the pointer is closer to the target.

4. (New) The method as recited in Claim 1, wherein the guide area associated with the target is not allowed to overlap with the guide area that is associated with a different target.

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5. (New) A user interface that displays graphics on a computer display including a pointer that may be relocated on the computer display by a user employing an input device, the user interface operative to:

receive notice of pointer movement events and pointer selection events;

communicate with an operating system to obtain event data associated with pointer movement and selection events;

allow applications programs to create GUI objects comprised of a guide area and a target, wherein adjusted coordinate positions for the pointer are identified when the pointer is inside a guide area so that movement of the point is redirected toward the target, and wherein pointer movement inside the guide area is non-linear in one component direction in relation to movement of the input device;

cause an operating system to display the pointer at the adjusted coordinate position.

6. (New) The user interface as recited in Claim 5, wherein allowing applications programs to create GUI objects comprised of a guide area and a target includes:

determining whether guide areas on the user interface are scheduled to overlap;

if a determination is made that guide areas are scheduled to overlap, preventing the guide areas from overlapping.

7. (New) The user interface as recited in Claim 5, wherein preventing the guide areas from overlapping includes shortening the length of guide areas from competing targets that are scheduled to overlap.

8. (New) The user interface as recited in Claim 5, wherein preventing the guide areas from overlapping includes changing the angle that the guide area extends outward from a corresponding target toward a competing target.

9. (New) The user interface as recited in Claim 5, wherein the guide areas that correspond to a target may be configured to redirect pointer movement in any direction on the computer display.

10. (New) The user interface as recited in Claim 5, wherein the amount that pointer movement is redirected toward the target in one component direction increases as the proximity of the pointer is closer to the target.

11. (New) A computer-readable medium with computer-executable components for adjusting pointer movement to facilitate acquiring a target displayed on a computer display including:

an operating system component for providing event data when pointer movement events occur and causing the computer display to present the pointer at an adjusted coordinate position;

a pointer positioning component for determining whether the projected path of the pointer will intersect a guide area and providing the operating system component with adjusted coordinate positions, and wherein the pointer positioning component adjusts the pointer movement in one component direction toward a target while inside the bounds of the guide area; and

a calculation component operative to calculate the amount that pointer movement inside the guide area is non-linear in one component direction in relation to movement of an input device.

12. (New) The computer-readable medium as recited in Claim 11, wherein the pointer positioning component is further configured to provide feedback to the user that the pointer intersected the guide area.

13. (New) The computer-readable medium as recited in Claim 11, wherein the pointer positioning component is further configured to increase the amount that pointer movement is redirected towards the target as the pointer moves toward the target.

14. (New) The computer-readable medium as recited in Claim 11, wherein the pointer component is further configured to allow applications programs to create GUI objects comprised of a guide area and a target.

15. (New) The computer-readable medium as recited in Claim 11, wherein the pointer position component is further configured to prevent competing guide areas associated with different targets from overlapping.